

AMENDMENTS TO CLAIMS

Please cancel claims 7, 9 and 16 and amend claims 1, 5 and 12 wherein underlining indicates additions and double brackets indicate deletions, as follows:

1. (Currently Amended) An electronically-scored game comprising:
an electronic controller;
at least one sensor operatively connected with the controller, the at least one sensor adapted to detect at least one activity associated with the game and to generate a signal;
a game on/off switch;
a memory storing information corresponding to a plurality of audible recordings, the memory being operatively connected with the controller, at least one of the plurality of audible recordings being of a derisive character;
a game level difficulty input switch to select a level of game difficulty;
a sound generator operatively connected with the controller; and
a speaker operatively connected with the sound generator, whereby upon detection of the at least one activity associated with the game, the signal from the sensor activates the controller to cause at least one of the plurality of audible recordings to be selected, dependent at least in part upon the level of game difficulty selected, and played by the sound generator through the speaker, the audible recording played by the sound generator being the derisive audible recording when the quality of the at least one activity of the game is unfavorable.

2 and 3. (Cancelled).

4. (Previously Presented) The electronically-scored game of claim 1 wherein the at least one of the plurality of audible recordings selected is of a laudatory character when the quality of the at least one activity associated with the game is favorable.

5. (Currently Amended) An electronically scored dart game comprising:
a dart board;
at least one dart;
an electronic controller;
a game on/off switch;

at least one sensor operatively connected with the controller, the at least one sensor adapted to detect a position of impact of the dart on the dart board and to generate a signal corresponding to the position of impact;

a memory storing a plurality of audible recordings, the memory being operatively connected with the controller;

an audible feedback on/off switch to activate the audible recordings;

a sound generator operatively connected with the controller; [[and]]

a speaker operatively connected with the sound generator, whereby upon occurrence of a triggering event, the controller selects at least one of the plurality of audible recordings from the memory and activates the sound generator to play the at least one of the plurality of audible recordings through the speaker, the at least one of the plurality of audible recordings selected being of a derisive character when the triggering event reflects an undesirable quality of play;
and

a game level difficulty input switch, wherein selection of the at least one of the plurality of audible recordings is based at least in part on a level of game difficulty input by a user.

6. (Original) The electronically-scored dart game of claim 5, further comprising:

a game memory adapted to store a player's cumulative score through multiple rounds of a game of darts;

game control switches adapted to allow cumulative scores of multiple players to be stored in the game memory through multiple rounds of the game of darts; and

an additional game control switch adapted to allow the players to indicate to the game memory that a thrown dart missed the board, wherein the triggering event is at least one of impact of the dart upon the dart board, completion of an individual round of the dart game, achievement of a particular score in a given round; achievement of a particular score in a complete game of darts; completion of a full game of darts, failure to detect impact of the dart within a predetermined period of time, a player exceeding a desired total score, or indication of a thrown dart having missed the dart board.

7. (Cancelled).

8. (Original) The electronically-scored dart game of claim 5, wherein selection of the at least one of the plurality of audible recordings is based at least in part upon position of impact of the dart upon the dart board.

9. (Cancelled).

10. (Original) The electronically-scored dart game of claim 5, wherein the at least one of the plurality of audible recordings selected is of a laudatory character when the triggering event reflects a desirable quality of play.

11. (Cancelled).

12. (Currently Amended) A method of playing an electronically-scored dart game, comprising the steps of:

providing an electronically-scored dart game having:

a dart board;

at least one dart;

an electronic controller in communication with a game on/off switch, an audible feedback on/off switch and a game level difficulty input switch;

at least one sensor operatively connected with the controller, the at least one sensor adapted to detect a position of impact of the dart on the dart board and to generate a signal corresponding to the position of impact;

a memory storing information corresponding to a plurality of audible recordings, wherein at least one of the plurality of audible recordings is of a derisive character, the memory being operatively connected with the controller;

a sound generator operatively connected with the controller;

a speaker operatively connected with the sound generator;

actuating the game on/off switch to turn the game on;

actuating the audible feedback on/off switch to activate the sound generator and the speaker;

actuating the game level difficulty input switch;

impacting the dart board with the at least one dart;

sensing the position of the impact on the dart board with the sensor;

generating the signal from the sensor to the controller;

activating the controller upon occurrence of a triggering event to select at least one audible recording from the memory, which takes into account a quality of the impact depending upon the electronically-scored dart game being played and a level of game difficulty input by a user with the game level difficulty input switch; and

activating the sound generator to play the audible recording of the derisive character through the speaker when the quality of the impact is unfavorable.

13. (Original) The method of playing an electronically-scored dart game of claim 12, wherein: the electronically-scored dart game further includes:

a game memory capable of tracking scores of multiple players through multiple rounds of a game of darts;

a missed dart input switch allowing a user to record a thrown dart having missed the dart board; and

the method further comprises the step of a player recording a thrown dart having missed the dart board using the missed dart input switch.

14. (Original) The method of playing an electronically-scored dart game of claim 13, wherein the triggering event is impact of the dart upon the dart board, completion of an individual round of the dart game, achievement of a particular score in a given round; achievement of a particular score in a complete game of darts; completion of a full game of darts, failure to detect impact of the dart within a predetermined period of time, a player exceeding a desired total score, or indication of a thrown dart having missed the dart board.

15. (Original) The method of playing an electronically-scored dart game of claim 12, wherein the at least one of the plurality of audible recordings selected from the memory is selected based at least in part upon the position of impact.

16. (Cancelled)